Home Media Server Control

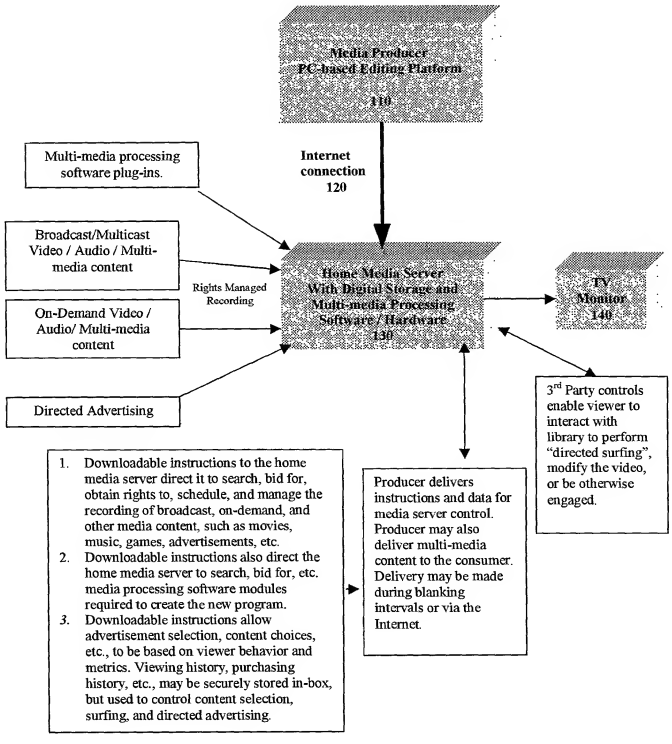

Fig. 1

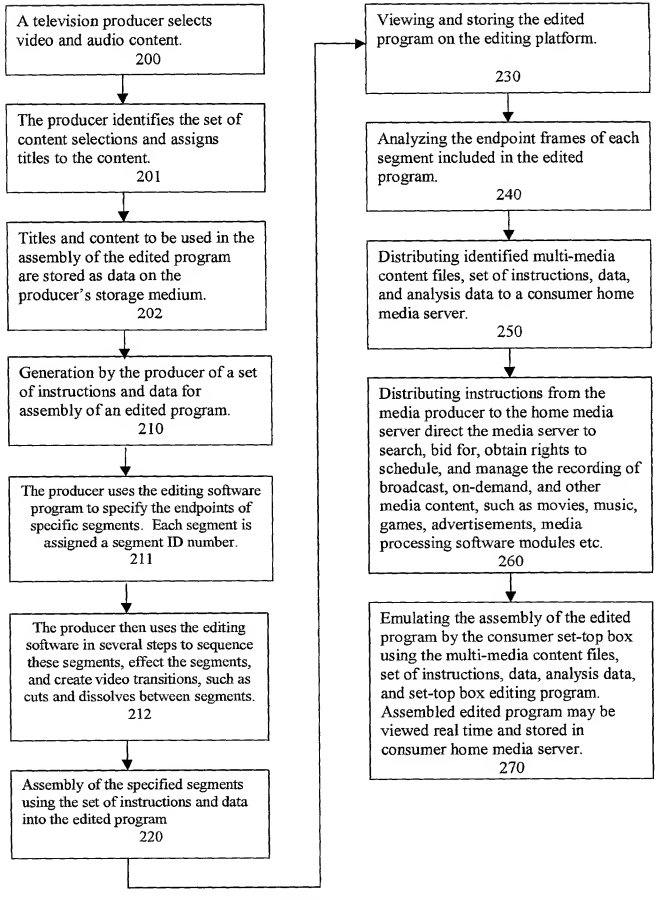
A television producer selects video and audio content.
200
The producer identifies the set of content selections and assigns titles to the content.
201
Titles and content to be used in the assembly of the edited program are stored as data on the producer's storage medium.
202
Generation by the producer of a set of instructions and data for assembly of an edited program.
210
The producer uses the editing software program to specify the endpoints of specific segments. Each segment is assigned a segment ID number.
211
The producer then uses the editing software in several steps to sequence these segments, effect the segments, and create video transitions, such as cuts and dissolves between segments.
212
Assembly of the specified segments using the set of instructions and data into the edited program
220
Viewing and storing the edited program on the editing platform.
230
Analyzing the endpoint frames of each segment included in the edited program.
240
Distributing identified multi-media content files, set of instructions, data, and analysis data to a consumer home media server.
250
Distributing instructions from the media producer to the home media server direct the media server to search, bid for, obtain rights to schedule, and manage the recording of broadcast, on-demand, and other media content, such as movies, music, games, advertisements, media processing software modules etc.
260
Emulating the assembly of the edited program by the consumer set-top box using the multi-media content files, set of instructions, data, analysis data, and set-top box editing program. Assembled edited program may be viewed real time and stored in consumer home media server.
270

Fig. 2

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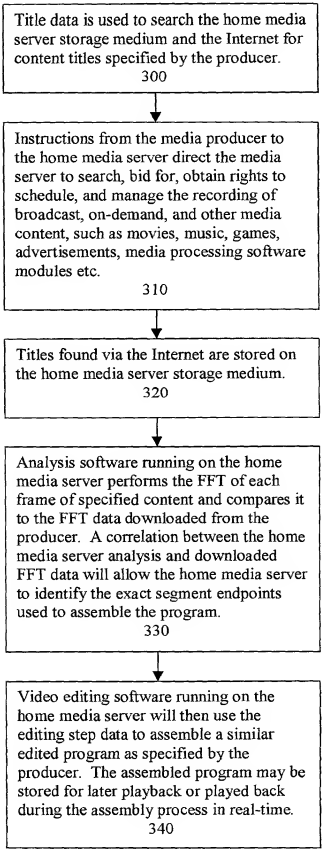

Fig. 3